Although individual Board of Trustees members, including the Mayor, shall be authorized to discuss all matters relating to Town operations with employees, officers, contractors and consultants of the Town, including the Town Administrator, they shall not be authorized to give any direct orders to Town employees. (Ord. 700, § 1, 2003)

Sec. 2-80. Appointment and removal of employees appointed by Board of Trustees.

The Board of Trustees shall appoint and may remove the Town Administrator. The Board of Trustees shall appoint and may remove, consistent with state statutes, the Town Attorney, Town Clerk, Town Treasurer and Municipal Judge. All remaining Town employees shall be employed and may be terminated by the Town Administrator. (Ord. 700, § 1, 2003)

Secs. 2-81—2-90. Reserved.

ARTICLE IV

Reserved

Secs. 2-91—2-120. Reserved.

ARTICLE V

Proscribed Acts Related to Contracts and Claims

Sec. 2-121. Interests in contracts.

Local government officials or employees shall not be interested in any contract made by them in their official capacity or by any body, agency or board of which they are members or employees. A former employee may not, within six (6) months following the termination of his or her employment, contract or be employed by an employer who contracts with a state agency or any local government involving matters with which he or she was directly involved during his or her employment. For purposes of this Section, the term:

- (1) Be interested in does not include holding a minority interest in a corporation.
- (2) Contract does not include:
- a. Contracts awarded to the lowest responsible bidder based on competitive bidding procedures;
 - b. Merchandise sold to the highest bidder at public auctions;
- c. Investments or deposits in financial institutions which are in the business of loaning or receiving moneys;
- d. A contract with an interested party if, because of geographic restrictions, a local government could not otherwise reasonably afford itself of the subject of the contract. It shall